ES12

PORTABLE LAUNCH MONITOR

» ES12 User Manual

ERNEST SPORTS
IMPROVING GOLF PERFORMANCE

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ES12 Basics

Below are the main components of the ES12.

A. LCD Display
B. Kickstand
C. Power Button
D. Club Selection Button
E. Blue Protective Boot

Press the Power button. The LCD readout located at the top of the ES12 will reflect current club choice.

Note: After 8 minutes of idle time, the ES12 will automatically power off.

Selecting a Club

To choose a club, press the Club Selection button on the ES12.

The club selection will be displayed on the LCD panel at the top of the ES12 device.

Continue to press the Club Selection button until the desired club is shown on the LCD panel. Club selection will automatically be updated on the smartphone app through Bluetooth.

Quick Tip: Failing to select the proper club on the ES12 device will result in inaccurate readings and will also not store your club averages properly in the historical data.. Remember to change the setting each time you change clubs!

Club notations

Code	Club
DrT	Driver Total
3Wd	3 Wood
5Wd	5 Wood
HYB	Hybrid
2Ir	2 Iron
3Ir	3 Iron
4Ir	4 Iron
5Ir	5 Iron
6Ir	6 Iron
7Ir	7 Iron
8Ir	8 Iron
9Ir	9 Iron
PW	Pitching Wedge
GW	Gap Wedge
SW	Sand Wedge
LW	Lob Wedge

Positioning the ES12

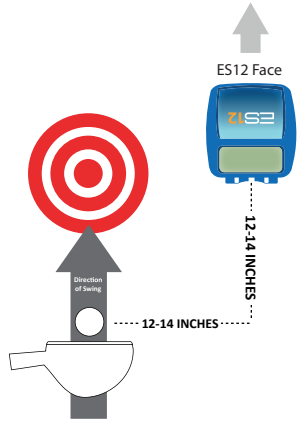
Positioning the ES12

Once club selection has been made, fully extend the kickstand out of the back of the ES12 and place the device **12-14 inches** beside your ball and **12-14 inches** downrange of your ball (see illustration to right).

Position the ES12 on the ground with the front of the device facing the direction you will be hitting the ball.

Quick Tip: Balls not hit cleanly may not be read properly by the device, particularly if a substantial amount of debris from the ground passes into the doppler field.

Quick Tip: When hitting wedges, due to the degree of ball flight, the ES12 may need to be placed only 3-6 inches downrange from your ball placement (as opposed to typical 12-14 inches).



Programming Mode

Programming Your ES12 Device

With your device powered off, press and hold the “Club” button, then press the “Power” button. This will power on your ES12 device in programming mode.

The first section of the programming mode is altitude (ALT). Press the “Club” button until you get to your closest altitude. The following chart shows the altitude notations:

LCD Readout	Altitude
A00	Sea Level
A01	1000 ft. above sea level
A02	2000 ft. above sea level
A03	3000 ft. above sea level
A0X	(X)000 ft. above sea level

Press the “Power” button to go the next section.

Programming Mode cont.

The second section of the programming mode specifies whether measurements will be displayed in imperial units (YRD for yards and mph) or metric (MTR for meters and kph). Pressing the “Club button will change the ES12 between imperial and metric measurements. Press the “Power” button to go to the next section.

The third section of the programing mode is your distance calculations. Press the “Club” button to choose either CAR (carry distance) or TOT* (total distance). After you have chosen your desired distance calculations, press the “Power” button to go to the next section. *Total distance includes 6 Iron through Driver.

The next notation is the PRG (Paring) mode. Pressing the “Club” button will give you the RST (reset) option.

WARNING: Pressing the “Club” button again, will delete any pairing from the ES12. If you delete the ES12 pairings, you will need to delete the corresponding pairings in your Apple or Android device in order to pair again with the ES12.

The next notation is the software revision (REV). Press the “Club” or “Power” button and your device’s revision number will appear for two seconds. Your ES12 will then automatically exit the programming mode and you’re ready for your practice session.

Ernest Sports Application

Download the Ernest Sports App at the Apple App Store™ or on the Google Play Store™. Search “Ernest Sports” or click the appropriate link on the Ernest Sports website at www.ernestsports.com.

To connect the ES12 with a smartphone and/or tablet, confirm that the ES12 is powered on and then connect the ES12 through your Bluetooth settings typically located under “General Settings. “See page 7 Pairings”

Activation of the Ernest Sports Smartphone App will be required. The activation number can be found on the activation card provided with your device and is also located on the back of the ES12 device. The activation number is the same as the serial number. From the Ernest Sports Smartphone App’s main screen, select “Settings” > “Activate ES12” > Input activation number > select “Activate ES12

Quick Tips

Activation numbers are case sensitive. Ensure the number is input exactly as shown on the activation card.

If the ES12 is not listed as an option in the smartphone’s Bluetooth setting, try these steps:

Ensure that the ES12 is powered on

Ensure the ES12 is within a few feet of the device with which it is attempting to pair

If ES12 is still not detected, power off your smartphone or tablet and power back on

Pairing

Android Users: (**Very Important**): In order to pair the Android device properly, enter the programming mode on the ES12 and press the power button several times until you reach the “PRG” (pairing) mode. Now you will need to pair from the Android device. The easiest way is from the app, choose “Settings” > “Setup Bluetooth” which takes you to the Android’s “Bluetooth Setting” page. Be sure the Android’s Bluetooth is set “ON”. If the ES12 shows “Paired” already, then delete (unpair) the current ES12. Now scan for devices. From here, you will pair with the ES12 (the ES12 will not show the 6-digit pairing number). After pairing, your Android device will show “Paired” or “Paired but not connected”. Now exit the programming mode by pressing the power key several times until the ES12 shows the club. Once paired, your Android device will connect to the ES12 as needed unless you reset the pairing on the ES12 or unpair the Android device.

Apple Users: Initial pairing (and after pairing reset) MUST be completed from your Apple Bluetooth settings. On your Apple device, go to “Settings” > “General” > Bluetooth”. Turn the Bluetooth ON. Scan for devices. When found, connect to the ES12. For future connections, press and hold the club button on the ES12; “PRG” will blink, once blinking ends, your ES12 should be connected to your Apple device.

ES12 Smartphone App

App Home Screen

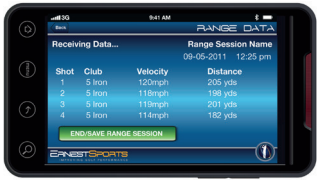
- Range Data: Start a new ES12 practice session and/or view historical data.
- Video Analysis: Record, review and analyze golf swing and view side-by-side comparison.
- Scorecard: Keep track of golf round and statistics.
- Weather: Review local weather.
- Notes: Take notes on range session and/or golf round.
- Course Caddy: Uses data to help determine club selection for a specified distance.
- Settings: Activate ES12, set up Bluetooth and social networking sites. Also change from imperial to metric measurement units.

Range Data

New Range Session

Once the ES12 is paired with a smartphone or tablet, sessions will be logged shot by shot. First, name the range session, press Start Session and begin range session. Each shot will be recorded (club, ball velocity and distance), and the smartphone app will give instant audible feedback on the distance of ball travel.

Once complete, save range session. You will be given the choice to go to the home screen or to go straight into historical data to view completed session.



Historical Range Data

Review past sessions including...

By Club: View longest, shortest and average distance hit for each individual club.

By Session: Recall range sessions in their entirety. To delete shots, hit the edit session button. Red circles with "-" will appear. Select this button to delete specific shots.

Quick Tip: View range data by club to help with club gapping.

Quick Tip: Delete stray/outlier shots to keep from skewing averages.

Video Analysis

Both single and side by side video – select load video to load a video from your photo library. Select take new video to take video from within the app. Once the video is compressed and uploaded in the video analyzer, use the slider below the video and the previous and next buttons to go frame by frame through entire swing. Draw lines to analyze your swing by selecting the color desired and then drawing the line on the video with your finger.

- Select Share to post the frame with optional lines on Facebook, Twitter or email.
- Select Save to save individual frames to your photo library.
- Select Undo to undo line drawings.
- Side by Side – Use the **Left/Right** toggle to go back and forth between the two videos. All functions work the same but will only work for the same video.

Quick Tip: For best results, use videos taken horizontally and less than 30 seconds.

Scorecard

Start New Round – For beginning a new round of golf and/or inputting new courses or course information.

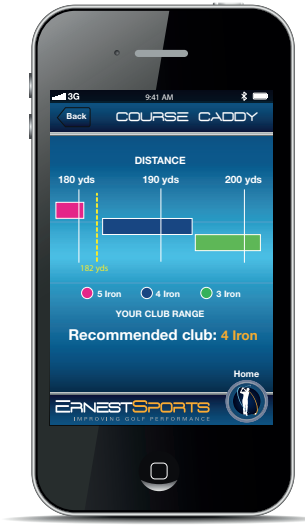
View Completed Rounds – To view previously completed golf rounds.

Setup and new scorecard

- Select Start New Round
- If course information has been previously entered, choose course from list. (The Ritz-Carlton Golf course is preloaded)
- Select the Add/Modify to add new course
- Name course, set number of holes and tees and then select Create New Scorecard
- Enter hole information for each hole (par, distance, handicap)
- Save Scorecard to exit with saved course. Save And Add Player to continue with use of scorecard
- Select number of players, enter players names
- Start your round!
- During play, enter the number of strokes and putts and check for fairways hit and for GIR (greens in regulation)
- Select Next Hole to go from hole to hole
- Select Full Scorecard to view standard scorecard front and back 9
- Scorecard can be shared through Facebook, Twitter and/or email from full scorecard mode by selecting the Share button

Course Caddy

Enter the distance to the flag and select Which Club Do I Use?



The results will show the 3 clubs, in which your average hitting distance with each, is closest to the input distance.

The course caddy will make a suggested club selection by using the club where the average distance hit is the CLOSEST to the distance needing for travel.

Quick tips

Quick Tips: You must have data logged for at least 3 clubs to utilize this portion of the app

Quick Tips: For optimum club selection, have a minimum of 5 shots logged for each of your clubs

Quick Tips: Delete stray or outlier shots as described on page 10 to ensure accuracy of performance averages

Weather and Notes

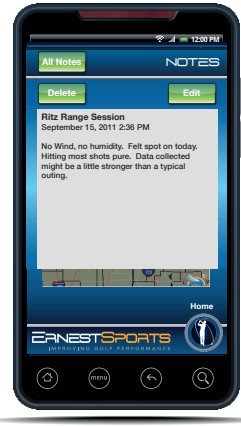
Weather

Simply input your location to find your local weather and view radar (where available).

Notes

Select the + button to enter a new note. Select the text **New Untitled Note** to title the note. Note details should be entered below the title area (below the black line). Select Save to save the note.

Quick Tip: Note must be titled to be saved.



Changing the Battery

When battery is low, the ES12's LCD screen will display BATT on the LCD screen. The ES12 operates on a standard 9V battery.

To change the battery:

- Remove the blue protective boot by placing your thumbs at the top corners with the device facing towards you.
- Using one thumb on each corner, remove the cover by gently rolling the cover off the top corners
- Once cover is off, remove the battery panel on the back of the unit.
- Unsnap existing battery and snap in new battery following the indicators as marked.
- Replace the battery panel and blue protective boot, making sure the front panel is visible and the LCD screen if facing upwards.
- Quick Tip: Using the ES12 with a weak battery may result in inaccurate readings.

Service Repairs & Returns

In the event of damage to your ES12 you may return the unit for service repair. There is a standard service repair fee for damage outside of the warranty term.

In the event that you would like to return your ES12 a 15% restocking fee may apply.

For assistance with either the ES12 or the Ernest Sports smartphone application, please email info@ernestsport.com or call:

1.855.354.GOLF (4653)
770.734.0413

Warranty Information

The ES12 is warranted for three months against any manufacturing defects in materials and workmanship and for all parts and labor. The warranty applies only to the original purchaser of this product. Warranty work may be completed only by Ernest Sports. If the returned device is not found to be defective, no warranty work will be performed.

This warranty does not cover damage that is the result of modification of the product, misuse, abuse, neglect, negligence, vandalism, accident, or abnormal conditions including but not limited to war, flood, fire, wind, or damage caused by occurrences over which Ernest Sports has no control.

Ernest Sports must verify the serial number issued to the device before warranty work or replacement of the defective device may be completed. Contact Ernest Sports for a Return Authorization number:

855.354.GOLF (4653)
770.734.0413

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